



INTELLIVISION®

Bringing family and friends together



Tommy Tallarico, CEO



- 30+ years in video game industry
- First to release video game music album on Capital Records
- Emmy/Telly Award winner as producer, on-air talent for syndicated video game TV show
- Creator/performer, Video Games Live concert series – longest running orchestral concert show of all-time
- Guinness World Record Holder for most video games worked on and largest orchestral concert of all time 700,000+
- Lifetime Achievement Award recipient

Nintendo Wii – A Case Study



102 Million+
Units Sold

\$50 Billion+
in Revenue



Top 10 Video Games:

#4 Wii Sports (83M)

#7 Mario Kart Wii (37M)

#8 Wii Sports Resort (34M)

*“We’re picking up where the
Wii left off 14 years ago.”*

Tommy Tallarico

Focus on simple, casual game play and in-room player engagement

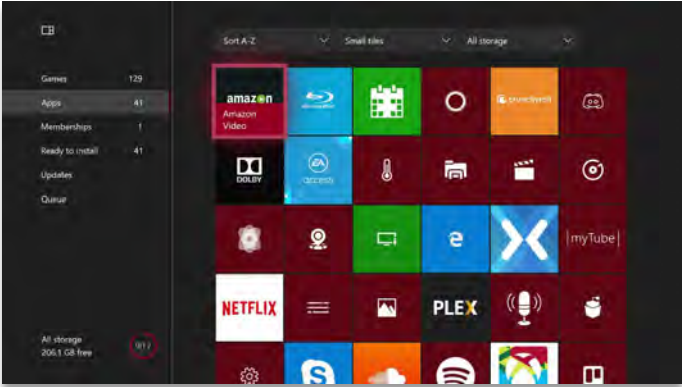
Video Game Market Problems



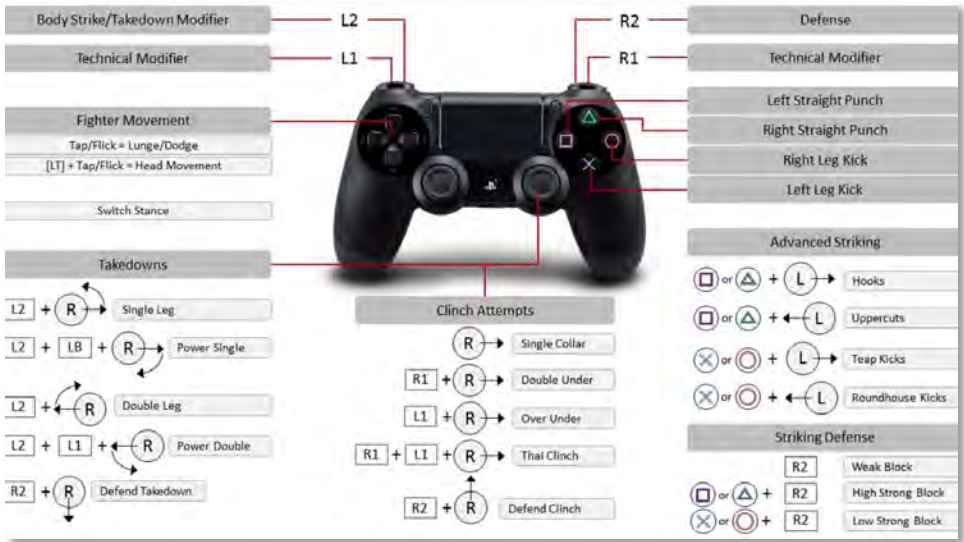
Isolating



Not User Friendly



Complex



Violent



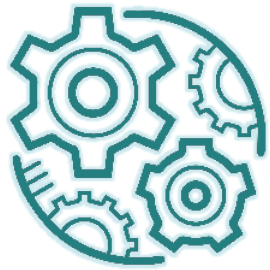
Expensive



\$ Predatory



Intellivision Core Tenants



Simple

We're making games simple again, so everyone can enjoy the thrill of play.



Affordable

Our games deliver great entertainment value at prices any consumer can enjoy.



Family

We're bringing friends and families together, so they can play together.

Not competing with Sony PlayStation and Microsoft Xbox in hardcore gamer market

Meet Amico®



Innovative Parental Controls
Patent Pending



Karma Gaming Engine™
Patent Pending

eSports for Everyone
Patent Pending

INTELLIVISION
Amico

Color/
Touch LCD



Wireless Charging



Two Controllers in the Box
Up to 8 Controllers/Phones

Target Retail Price:

\$229



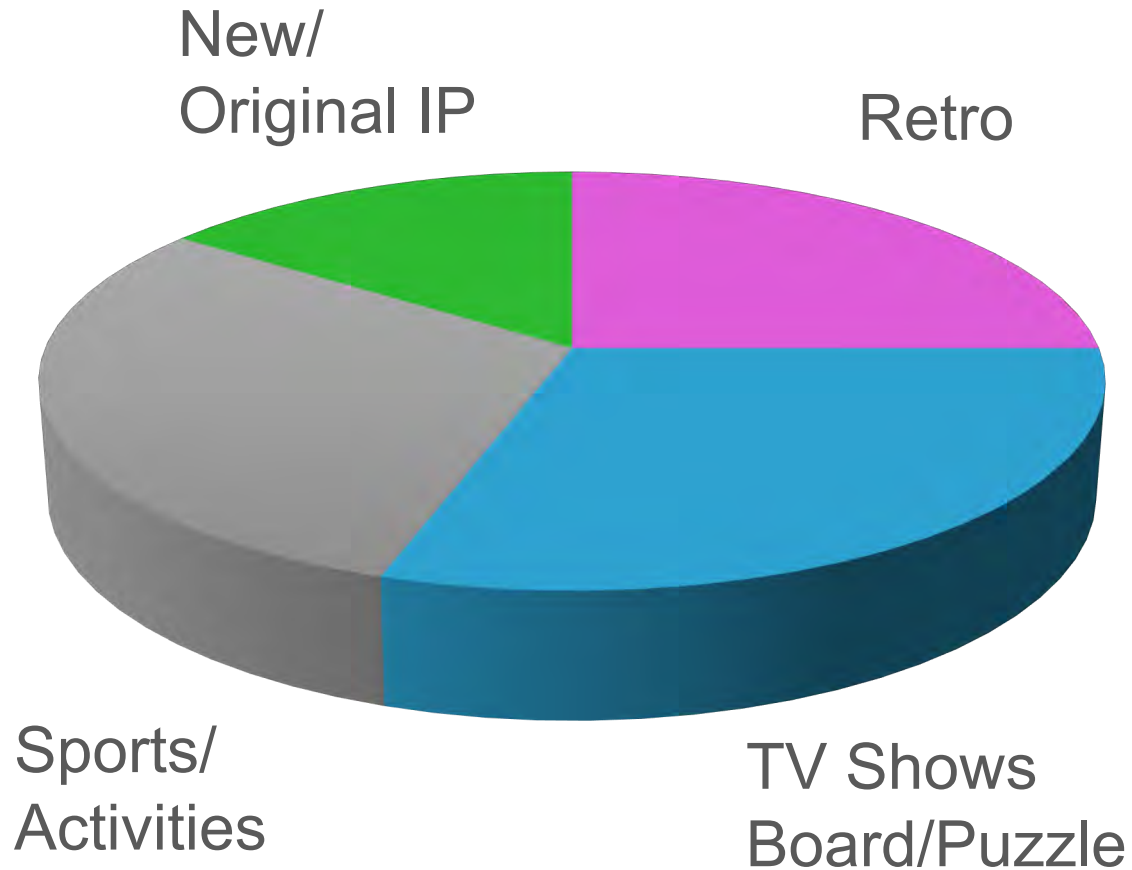
Not Teen or Mature
Rating Games on Console



Hardware Debut at E3 June 2019



Game Development



- Digital Download Games \$2.99-\$9.99
Subscription Bundles
- Console Comes with 5 Games
- Hand Picked World Class Game
Development Partners
- Curated Digital Game Online Store
40 Games at Launch
- 22 Playable Games at E3 – June 2019



Market Size



2018 Global Gaming Market

\$137.9B

2012–2021 Compound
Annual Growth Rates (CAGR)

+25.5%

MOBILE

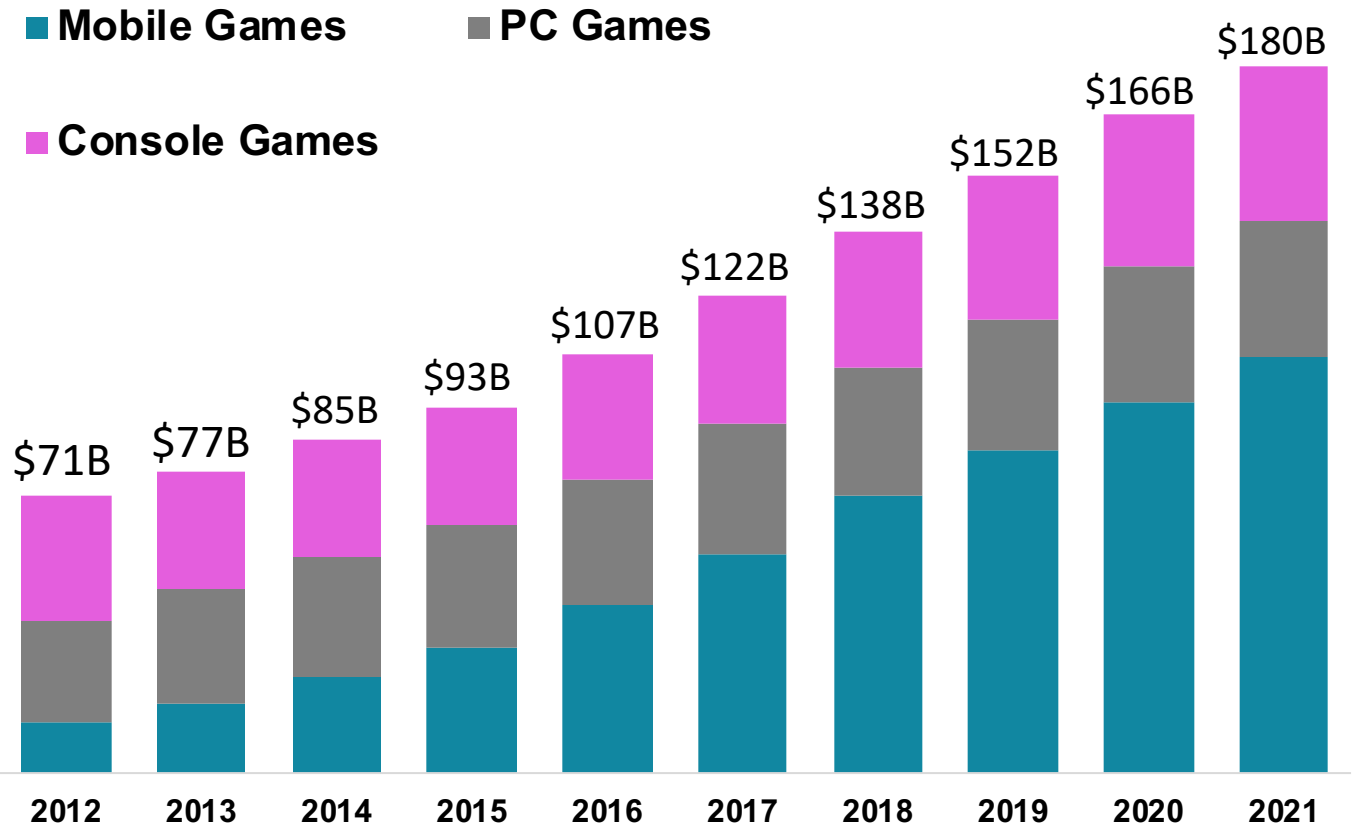
+1.6%

PC

+4.1%

CONSOLE

+13.3% total CAGR



Family gaming (Wii gamers) represented in console, mobile and many not engaged since Nintendo Wii launched in 2006

Family/Friends Gaming Market



Picking up where Wii left off 14 years ago

Hardcore Gamers
200 million

Casual Gamers
3 billion

Target Buyer – Mom 30-50*

- Family friendly social media targets
- Morning TV show promotion, mall tours w/ GameStop
- Leverage Intellivision brand in resurgent retro market
- Celebrity endorsements – Ellen, Jessica Alba

*with younger children in home



Team – Over 600 Years of Industry Experience



Nick Richards COO/CFO

25+ years in software
Serial entrepreneur



Hans Ippisch, President, Europe

Former CEO, CMG
30+ years in video games



Cara Acker, VP, Marketing

15+ years in consumer products



Jason Enos, VP, Production

22+ years in video games



Phil Adam, VP. Bus Dev

Former President of Interplay
35+ years in video games



Mike Dietz, Art Director

26+ years in video games/animation



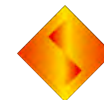
Bill Fisher, VP, Technology

30+ years in video games



David Perry, Board Member/Investor

30+ years in industry



Sony
Interactive
Entertainment



Abbey Konowitch, Advisor

35+ years in industry
Former GM, Disney Music



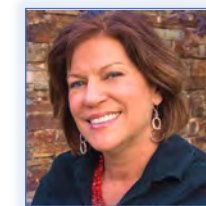
Scott Tsumura, Advisor (Japan)

30+ years in video games
Former President Nintendo Software USA



Michael Gallagher, Advisor

30+ years in industry
Former President of ESA

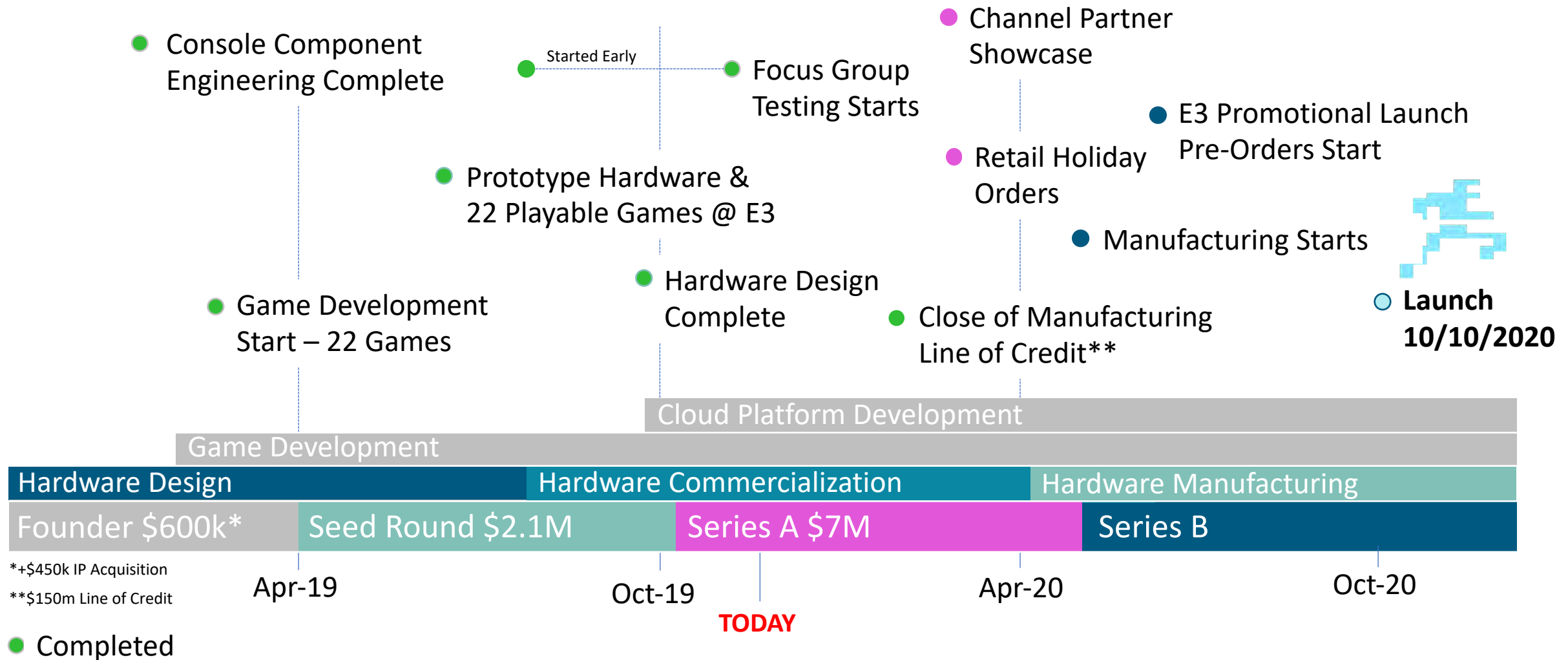


Perrin Kaplan, Advisor

30+ years in video games
Former EVP, Marketing



Milestones & Roadmap



Financial Projections

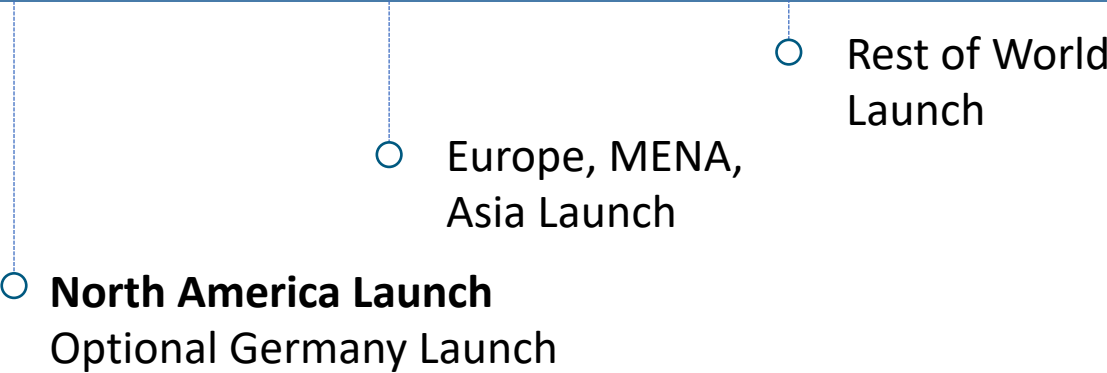


	2019	2020	2021	2022	2023
Units Sold	0	280 K	730 K	1.2 M	2 M
Hardware Sales	\$0	\$61 M	\$161 M	\$267 M	\$425 M
Software Sales	\$0	\$12 M	\$82 M	\$221 M	\$368 M
Total Sales	\$0	\$73 M	\$243 M	\$488 M	\$793 M
Profit (EBITDA)	(\$4.4 M)	(\$8.8 M)	\$22 M	\$87 M	\$165 M

2023 Global Market Share

1.25%

based on \$56.1B SAM



Exit Strategy





“Bringing family
and friends together”

Tapping into 3 billion casual gamers





THANKS!



For more info contact:

Nick Richards, COO/CFO

nick@intellivisionentertainment.com